********** BANGS AND CRASHES **********

LOADING INSTRUCTIONS.

(a) CASSETTE - Make sure the tape is fully rewound. Type LOAD and press return. Press play on tape. The program should load in about 70 on the tape counter.

(b) DISC - Insert the Disc. Hold down the Commodore key and press the RUN/STOP Key. Loading should be automatic.
Alternately Type LOAD"*",8,1 When 'ready' appears type RUN.

TRYING OUT THE SOUNDS.

We expect you are itching to use this program! To help you make a quick and enjoyable start we have incorporated keyboard mode. This is where we have programmed a different sound for every key on the keyboard. You enter keyboard mode by pressing K. To stop press the RUN/STOP key.

SCREEN MODE.

As you will have seen the screen display disappears when you play sounds. You can switch modes so that the screen is visible when you play sounds. Press M (for mode) to toggle between screen on and screen off modes.
If you press K again with the screen switched on you will notice the sounds are lower. This is because the screen slows down the sound generation process.

THE SEQUENCER.

The sequencer allows you to automaticcally play rhythm patterns which you have composed. We have tried to make it as simple as possible for you to ente and edit patterns.
(A) Buffers - There are six seperate buffers numbered 0 to 5. Each buffer contains 256 steps numbered 0 to 255. Different rhythm patterns may be stored in each of the buffers. You can switch between buffers using the B key. The buffer number is indicated at the bottom of the screen.
(B) Moving about the buffer - You can move about the buffers using the cursor keys. You can select an instrument by moving up and down. You wil observe the instrument on your level is lit up. You can srep through the buffer by going right or left. The step you are on is indicated at the bottom of the screen.
(C) Entering ryhthms - Each sound can be played at 18 different pitches -9 to +9. Some sounds will sound rather strange at particularly low or high frequencies. Zero (0) is reserved as a rest. To enter a sound use the cursor keys to select the right instrument and step number (it doesn't matter what step you start on). Then push a digit (e.g. 3). You may if you wish press the minus sign after a digit to obtain a lower pitch. The plus sign can be pushed to cancel a minus sign. You have just entered your first note!! Move on to the next step using the right cursor key and ente a few more notes. Only one sound can be used per step. In the last step push E for end.
(D) Playing a rhythm - Using the cursor keys move back to the start. Push P to play. If you wish to stop at any time push the RUN/STOP key.
(El Editing a rhythm - Just move the cursor to the step you want to change and enter your new instrument/note.
(F) Changing the speed - The speed of the rhythm is indicated at the top right of the screen. You can speed up the playback by pushing T (for Time) or shift and T to slow it down.
(G) Repeating - Often with music it is desirable to repeat a section several times. At the start of a section you should press D (Do it again). This will place RPT in the Buffer. At the end of the section you wish to repert you should

press R and a single digit to indicate the number of repetitions you require. e.g. R4 will tell the program you wish to repeat the section four MORE times. Nested repeats are allowed. e.g. RPT RPT ...MUSIC ...R 7 R 3 - Repeats 32 times. (H) Flanging - This is a special effect which can give a very pleasing effect to sounds such as drums. The pitch is dropped as the sound is played. To add this to any note use the cursors to position over a note and push F.

LOADING AND SAVING

Your compositions can easily be saved or loaded. Push S to save or L to load. You will then be offered the choice beween Tape Or Disc. Finally you will be asked for the filename. If you select either Lor S by accident complete the steps above and then push RUN/STOP.

SUMMARY

K - (k)eyboard mode. M - Screen (M)ode.

Cursor Keys to enter/edit a buffer.
Digits 1 to 9 and + or - to enter a note.
F for (F)langing. N for (N)o flang.
E - At (E)nd of sequence.
T / Shift T - (T)iming - Speed up or slow down.
D - (D)o it again - Used at start of repeated section.
R 4 - (R)epeat 4 times. - Used at end of repeated section.
P - (P)layback from cursor position.
B - change (B)uffer
L - (L)oad S - (S)ave

Have Fun!